Kinect and Imitation

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Human-Humanoid Interaction Case Study

Fig. 5. The Experimental paradigm: Subjects executed horizontal (top) and vertical (bottom) rhythmic movements. In front of them, a humanoid robot executed either congruent (left) or incongruent (right) movements. The robot movements were either biological or artificial, leading to a $2 \times 2 \times 2$ factorial design.
My Work

• Create program to replicate case study using Visual Studio and C#.
Ben’s Program
My program
Future Work

- Add another skeleton
- Increase performance
- Add multiple graphs
- Add buttons to select specific joints
Questions?